Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented) An input device which outputs a signal by applying a beating input to an input area formed on an annular peripheral portion of the input device,

wherein a plurality of input sensors are located in the input area and branched from at least one conductive section which transmits a signal from the input sensors and serves as a first transmission path, the conductive section is connected to at least one bypass member that serves as at least one second transmission path different from the first transmission path, and the at least one bypass member is connected between different portions of the conductive section.

2. (Canceled)

3. (Previously Presented) An input device having a planar-shaped first input area in a predetermined region and a second input area formed around a periphery of the first input area, the input device outputting different signals when beating inputs are applied to the first and second input areas, respectively,

wherein the first input area includes a sheet-like first input sensor which is disposed over the almost entire surface of the first input area, the first input sensor being divided into a plurality of sections, and

wherein the second input area includes a plurality of second input sensors branched from a conductive section which transmits a signal from the plurality of second input sensors and serves as a first transmission path, and the conductive section is connected to at least one bypass member that serves as a second transmission path so that a plurality of paths for transmitting the signal from the second input sensors are provided for the input device.

4. (Canceled)

5. (Original) The input device according to claim 3,

wherein when a boundary portion between the divided sections is beaten, it is determined that the beating input is applied to any one of the sections.

6. (Canceled)

7. (Original) The input device according to claim 3,

wherein the sheet-like first input sensor in the first input area is divided into two sections consisting of left-side and right-side sections, the input device having means for positioning the two sections at corresponding left-side and right-side locations.

8. (Original) A game machine for playing a percussion-instrument music game, the game machine including an input device according to claim 1.

9. (Canceled)

10. (Original) A game machine for playing a percussion-instrument music game, the game machine including an input device according to claim 3.

11. (Canceled)

12. (Original) A game machine for playing a percussion-instrument music game, the game machine including an input device according to claim 5.

13. (Canceled)

14. (Original) A game machine for playing a percussion-instrument music game, the game machine including an input device according to claim 7.

15. (Original) A simulated percussion instrument for performing a simulated percussion play, the simulated percussion instrument including an input device according to claim 1.

16. (Canceled)

17. (Original) A simulated percussion instrument for performing a simulated percussion play, the simulated percussion instrument including an input device according to claim 3.

18. (Canceled)

19. (Original) A simulated percussion instrument for performing a simulated percussion play, the simulated percussion instrument including an input device according to claim 5.

20. (Canceled)

21. (Original) A simulated percussion instrument for performing a simulated percussion play, the simulated percussion instrument including an input device according to claim 7.

22. (Currently Amended) A ~~computer-usable program embodied on an information-storage medium~~ method for playing a music game with a percussion instrument, comprising:

~~wherein the game starts when an initially inputted beating operation signal is received by the percussion instrument as a start signal in a start acceptance state prior to starting the game, the beating operation signal being detected by a plurality of sensors located in the percussion instrument.~~

providing the percussion instrument that is not a button;

detecting that the percussion instrument is beaten in a game start acceptance state prior to starting the game;

outputting a percussion instrument signal as a game start signal based on the detection; and

starting the game when the percussion instrument signal is received.

23. (Previously Presented) An input device according to claim 1, wherein

the annular peripheral portion is divided into sides,

the at least one conductive section comprises first and second conductive sections, the first and second conductive sections located at different sides of the annular peripheral portion,

a first group of the plurality of input sensors branches from the first conductive section, and

a second group of the plurality of input sensors branches from the second conductive section.

24. (New) The method according to claim 22, further comprising:

providing a button that outputs a game start signal; and

outputting the game start signal when the button is operated in the game start acceptance state,

wherein the game starts when at least one of the percussion instrument signal and the game start signal is received.

25. (New) The method of according to claim 22, wherein the percussion instrument is beaten by a drum stick to start the game.

26. (New) A computer-usable program embodied on an information storage medium, comprising:

an instruction for performing the method according to claim 22.